

AMENDMENTS TO THE SPECIFICATION:

Please amend the paragraph beginning at page 3, line 20, as follows:

Sports videogames have been very successful and popular in the past. There are a variety of sports games that have been provided for use on videogame consoles, such as NINTENDO's Nintendo's-N64, SEGA's Sega's-DREAMCAST~~Dreamcast~~, and SONY's Sony's-PLAYSTATION~~Playstation~~2, to name just a few. Numerous basketball, football, soccer, baseball and hockey games, as well as many other sports games, have been created for playing on videogame consoles. Due mainly to the major advancements in graphics hardware over the years, these sports videogames have become very realistic and provide users of the games with an exciting and enjoyable experience that closely simulates real sports competition. The software behind these videogames has also become very sophisticated and facilitates many elements of real sports competition in order to provide the user with an experience that simulates real sports play as close as possible. For example, in basketball video games, the player is provided with the ability to dribble, pass, shoot, dunk, block and perform many other simulated acts that a real basketball player would perform during an actual game. A few better known basketball videogames include NINTENDO's Nintendo's-NBA COURTSIDE~~Courtside-I and II~~, NBA LIVE~~Live-2000-2002~~, MIDWAY's Midway's-NBA SHOWTIMES~~Showtime~~, ACCLAIM's Acclaim's-NBA JAM~~Jam~~, as well as college games (NCAA) provided by ELECTRONIC ARTS~~Electronic Arts~~ and others (just to name a few).

Please amend the paragraph beginning at page 8, line 14, as follows:

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A variety of game controllers have been provided in the past for use by the user to manipulate the action during game play. Such controllers generally have several digital buttons and an analog joystick for use by the user during the game. More recently, game controllers, such as the controller for SONY's Sony's PLAYSTATION~~Playstation~~2 and for the NINTENDO GAMECUBE, have incorporated a second analog joystick and/or one or more analog buttons.

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